

Abstract of the disclosure

A new, unique type of Electoral College Board Game, that can be played by two to four players, designed to educate players as to the complexities involved in the electoral college system. The game board is divided into quadrants and home territories, and players compete to control electoral votes for a state. The object of the game is to accumulate enough electoral votes to win the election, or if a player realizes that no participant will be able to accumulate enough votes, then to win the greatest number of states regardless of the electoral vote of the state. This game is unique in the way it helps educate about the disparate relationship between popular votes and electoral votes when compared by state. The game helps educate about the "winner take all" concept of electoral voting, and provides entertainment, while allowing players to use their mathematical skills and analytical abilities.

END OF TEXT.

10 PAGES OF DRAWINGS ACCOMPANY THIS DOCUMENT.